

THEY FIRED ON ODESSA...

SCENARIO ASL TAC22 Translated by Coastal Fortress Gaming Group

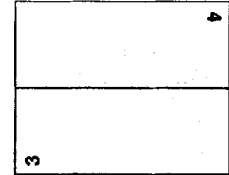


VICTORY CONDITIONS: The Russians win as soon as they control (A26.12) buildings 3N1, 3R3 and 3R5, and have destroyed or captured the three guns.

GRIGORIEVKA, North-East of ODESSA, September 22 1941:

Since the end of July, the Germans had reached the Crimea and the outskirts of Odessa. The Russians fought tooth and nail, but, day after day, the perimeter of defense narrowed. Using their fleet on the Black Sea, the Soviet command decided to launch a counter-attack supported by a landing to the rear of the 9th Rumanian cavalry brigade. The 22nd of September, while the 426th Infantry Division attacked towards the east of Odessa, the 3rd Regiment of sailors of the Black Sea Fleet was beached close to Grigorievka at 0200. Arriving without mishap in the outskirts of the village, the company of Lieutenant Tcharoup launched the assault at 0800.

BOARD PLACEMENT:



BALANCE:

★ Add a Game Turn

✱ 1 Rumanian squad equivalent and all leader/SW stacked with them may set up HIPon board 3.

<p>✱ RUMANIAN sets up first</p>	★	1	2	3	4	5	6	7	END
<p>★ RUSSIAN moves first</p>									

Elements of the 15th division of Rumanian infantry [ELR:2]
set up on board 3, in hexes numbered 8 {SAN:3}:

 3-4-7	 1-3-7	 8-0	 7-0	 2 4-10	 1 2-7	 3 60*13-45	 ? 7 morale
8	2			2	2	6	

Battery of the 23rd field artillery regiment
set up within 3 hexes of 4V3 and within 3 hexes from each other (see SSR 4):

2-2-7

3

Elements of the 3rd Regiment of the sailors of the Black Sea Fleet [ELR:2]
enter on turn 1 along the southern edge {SAN:2}:

 4-5-8	 2-4-8	 9-1	 8-0	 2 4-10	 1 2-7	 3 50*13-20
12				2		

Scenario Design: Laurent Forest '92

SSR:

- EC is Moist, with no wind at start.
- No Russian leader can be exchanged for a commissar (A25.22).
- There are no hills. All terrain on the hill hexes still exist, with their base level of 0.
- The 100/17 guns cannot set up HIP nor concealed. They can't gain concealment during the game. They cannot be pushed (C10.3). Their crews were not used to close combat. Therefore, the first time a crew has LOS to a known enemy unit (free LOS checks are authorized) it must immediately roll a NMC with a -1 DRM. This Moral Check has the same consequences as if it were due to fire (Pinned, Broken, Casualty, MC...). This NMC is rolled only once per crew for the whole game.
- The Russians receive an OBAModule of 80mm, with an on-board observer (C1.63) on level 2 on hex 3Q10 and normal ammunition. The only possible Fire Missions are Concentrated HE FFE.
- Kindling (B25.11) and Bore Sighting (C6.4) are NA

- Use Italian counters for the 100/17 guns. The Rumanians do not have HEAT ammunition and do not consider these guns as captured. Use 60mm American mortars with a B11 for the Rumanian mortars. The Rumanians do not consider these mortars as captured.

AFTERMATH: Lt. Tcharoup divided his company into two groups. The first, supported by artillery, drew Rumanian fire. The second circumvented the village to attack the defenders from the rear. The latter were thus obliged to withdraw, closely followed by the Russians. During the pursuit-, Tcharoup's men destroyed a battery of long range artillery pointed at Odessa, on the tubes of which they engraved: "They fired on Odessa: It will never happen again". On September 23rd the 3rd RMMN joined up with the 426th Infantry Division. The successful counterattacks would not save Odessa, which would fall on October 16th, after 73 days of siege. The delay however provided an opportunity to evacuate a great number of wounded and civilians by sea.